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# Executioner Gorth

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CODEX

Gorth was a distinguished member of the [Nightwatch Corps](#), but when he unwittingly killed a close ally of Lech Kril for stealing supplies he faced political fallout that destroyed his career. Exiled from military service, Gorth now seeks to redeem his honor as an Executioner of Rathuum.

**Executioner Gorth** is one of [Kela De Thaym's](#) Executioners; elite Grineer troops that fight within the pits of [Rathuum](#) to judge defected Grineer and other enemies of the Empire.

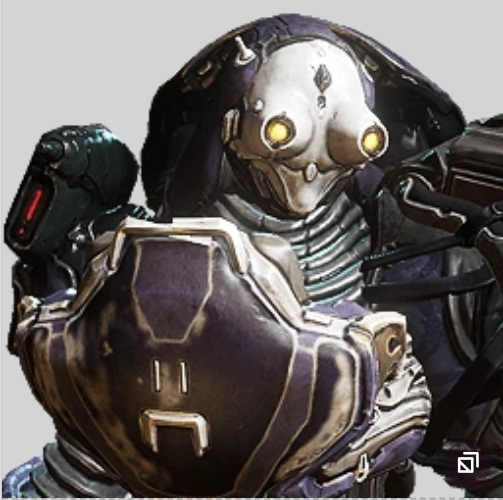
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[Update Infobox Data](#)

General Information

Faction

Grineer

Planet(s)

Sedna

Mission Type(s)

Arena



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## History

### Project Undermine

*The interloper has been arrested but refuses to reveal the location of the missing blueprints. Should I apply the pain sequence? - Gorth, Nightwatch Corps*

—Decoded message

After [Maroo](#) started a skirmish between the Corpus and the Grineer near [Mars](#), the Nightwatch Corps arrived to aid in the fight. During which, Maroo was captured and held prisoner on [Ceres](#). Gorth was present during this event, and was the one who was going to torture Maroo for the location of missing blueprints. The Tenno ultimately took out the squad of Nightwatch troops and rescued Maroo.

### Becoming an Executioner

Gorth was a distinguished member of the [Nightwatch Corps](#). However, when he unwittingly killed a close ally of [Lech Kril](#) for stealing supplies, he faced political fallout that destroyed his career. Exiled from military service, Gorth was employed as an Executioner of Rathuum, and now seeks to redeem his lost honor.

## Behavior

- At long-range, Gorth will repeatedly shoot rockets from his [Ogris](#), while at

Weapon(s)

[Ogris](#)  
[Ack & Brunt](#)  
Cryo Grenade

Statistics

Affinity

-2

Shield

800

Health

500

Armor

325

Dmg. Reduction

31.22%

Body Multipliers

Head: 2x

Base Level

1

Level Scaling

1

500

Selected Level

1

Reset

EHP

1,526.96

Steel Path EHP

--

Miscellaneous

Codex Scans

5

Introduced

Update 18.10 (2016-04-29)

Drops

Mod Drops

15 [Endo](#) 15.18%  
50 [Endo](#) 4.42%  
80 [Endo](#) 0.40%

Resource Drops

[Region Resource](#) 7.00%

Official Drop Tables

<https://www.warframe.com/droptables>



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[Ack & Brunt](#)



- Gorth can cast an ability that increases his own and nearby allied units' resistances by **75%**, additive to health and shield resistances:
  - Lasts for **10** seconds on allies.
  - First cast permanently affects Gorth, with subsequent casts affecting him for **10** seconds
    - Multiple casts stack additively with each other.

Unlike other [Executioners](#), Gorth seems to be immune to [blast procs](#) and won't be knocked down with groundslam while in [Valkyr's Hysteria](#).

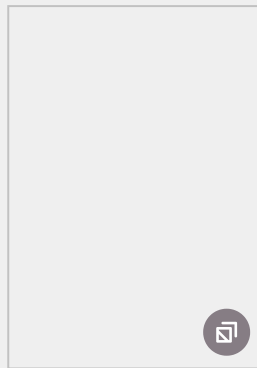
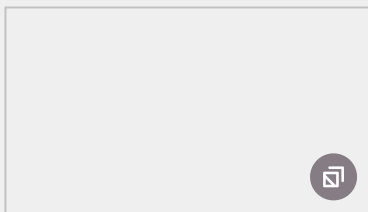
Like all other Executioners, he seems to have a built-in reduction for duration based abilities (based on playtests, not confirmed):

1. Cast: affected for 15% of the duration
2. Cast and every following: affected for 2.25% of the duration

## Bugs

- Despite the Codex stating that he has 100 shields, 200 cloned flesh, and 200 alloy armor at base, he actually has 800 shields, 500 cloned flesh, and 325 alloy armor at base

## Media



Gorth in the Codex

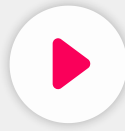


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WARFRAME Wiki





### Gorth Know Your Executioner (Warframe)

Gorth Overview

## References

**Rathuum Executioners** ( **Grineer**)

[Dhurnam](#) • [Dok Thul](#) • [Garesh](#) • **Gorth** • [Harkonar](#) • [Nok](#) • [Reth](#) • [Vay Molta](#) • [Zura](#)

## Categories



## Languages



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